Task 1

Predictable layout: The content is in the middle while the top and bottom are to act as a contrast for visitor to focus more attention in content.

Consistency: Icons are in similar theme of black and white.

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Thoughts About Civilisation

Malaysia, Sarawak, Kuching

Bachelor of Degree

Interest

There are many interesting phenomenon through human civilisation. Such as the rise of European in 16th century until 20th century where the entire globe was colonised by the european. Another interesting phenomenon is the collapse of Bronze age civilisation in middle east is caused by a threat known as the Sea People. In the very late of 19th century, the collapse of last classical civilisation which is Qing Dynasty was as well contributed by the so called Sea People, so as the chinese call them the Sea Demon. These are interesting coincidence.

Text Contrast: Text are bigger in size to show they are title and capture more visitor's attention.
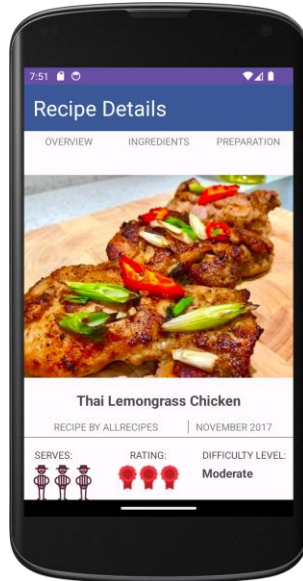
Task 2

Task 2.1

Figure 1: Pixel 4, 440 dpi   Figure 2: Nexus 4, xhdpi

Task 2.2
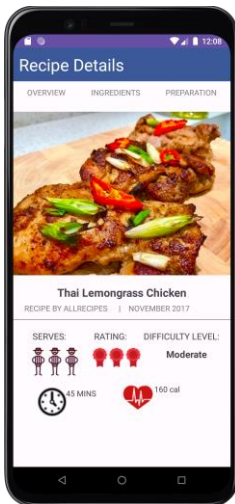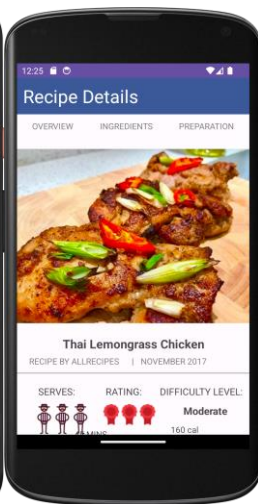

Figure 3: Pixel 4, 440 dpi   Figure 4：Nexus 4, xhdpi

Task 2.3

In subtask 2.1, the challenge that I faced is that it requires a lot of manual implementations through coding that can be describe as like low level programming language, in which it requires more efforts to implement the layout to be my preferences. In subtask 2.2, the challenge that I faced is that it is more difficult to understand as it requires more experiences to further use it effectively. The strength of using linear, relative and table layouts in subtask 2.1 is that they are simpler to understand. The weakness is that they require a lot of different layouts and nested layouts which cause reduction in performance, and it is less flexible in different screen size. The strengths of using constraint layout is it is easier to use and easier to adjust the layouts as according to my preferences, and it is more flexible in different screen size. The weakness is it is more complicated to be mastered than other layouts.

Task 3

 Separation of concern (SOC) in principle of software engineering means structuring a whole unit into different individual units with each dedicated to a specific simple task. When each individual units work independently, each of them can maximise their own task as they don't have to go through the entire program to reach them. In term of UI design, the essence of theory is largely same. For example, each of the design elements are easier to maintain by focusing on each of them without going through the entire UI. It presents a reduced risk compared to a single unified UI system because if one of the required elements needs to be changed, it won't impact the entire UI.

For example, in task 2.1, the navigation menu is itself under an independent linear layout that if the menu design inside required to be changed, it will not affect the other UI elements such as the layout that contain food description detail or others.